

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

WARSHAPER

Whether due to an errant transmutation spell or exposure to planes of strange, higher-dimensional space, your form has become plastic and you can sculpt your flesh into new and dreadful forms.

MORPHIC FORM

Choose one of the options from below. You can change this selection when you take a short or long rest.

Additional Appendage. You can sprout another limb from your torso capable of wielding weapons. When you take the Attack action and make an unarmed strike or attack with a melee weapon that is not heavy, you may use your bonus action to attack with a light melee weapon your extra appendage is holding, or make an unarmed strike with your extra appendage. You do not add your Strength or Dexterity bonus to the damage of this attack, unless you have the Two-Weapon fighting style.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Armored Flesh. You harden your skin into an armored carapace. While you are unarmored, your armor class equals 13 + your Dexterity modifier. By 7th level, it hardens and your armor class equals 15 + your Dexterity modifier, and at 10th you may also, as an action, form an organic shield.

Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this effect to become quadrupedal, for instance. At any time, you can use your action to change your appearance in this way again.

Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally,

the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

This damage increases as you gain levels in this class. At 7th level, the weapon deals 1d8 damage, and at 15th level, the weapon deals 1d10 damage.

Wings. You can select this option at 15th level. You grow a pair of fleshy wings and gain a flying speed equal to your base walking speed.

At 7th level, you can change your selection as a bonus action, and at 10th level you can select any number of these options at one time.

INDISCERNIBLE ANATOMY

At 3rd level, the placement and composition of your internal organs is bizarre. You take no additional damage from critical hits.

MORPHIC REACH

At 7th level, when you make a melee attack, you can suddenly stretch and extend your appendages outward. Your melee attacks gain Reach if they did not have it already.

MORPHIC MIND

At 10th level, your mind is as flexible as your body. You can add half your proficiency bonus to a skill of your choice. You can change this selection when you take a short or long rest.

Additionally, you have advantage on saving throws against being charmed and no magical effect can read your mind.

MORPHIC HEALING

By 15th level, as a bonus action, you can expend a Hit Die to use Second Wind without expending a use of the feature.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

MORPHIC BODY

Beginning at 18th level, you can use your precise bodily control to make yourself stronger and healthier. You gain a +4 bonus to Strength, Dexterity, or Constitution. Your maximum for this ability score increases to 24. You can change this selection when you take a long rest.

